

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game executing method for making a computer device execute a given game by generating an image of a game space, and for analyzing and outputting a power distribution of a character group in the game space, the character group comprising a plurality of characters movable in the game space, the method comprising:

setting a plurality of sample points in the game space;

~~calculating a position of each of the plurality of characters at a time that each of the plurality of characters has maintained a current moving condition for a predetermined time period;~~

calculating an arrival time needed for each of the plurality of characters to arrive at each of the set plurality of sample points respectively ~~from the calculated position a position of each of the plurality of characters at a time after each of the plurality of characters has maintained a current moving condition for a predetermined time period~~ as a starting point;

calculating the power distribution of the character group based on the calculated ~~arrival~~ time of each of the plurality of characters to each of the plurality of sample points; and

~~outputting~~ outputting, through display and/or voice, a geographical power state of the game space based on the calculated ~~power distribution according to a predetermined output method.~~

2. (Currently Amended) The method as claimed in claim 1, wherein the calculating the ~~arrival~~ time includes calculating the arrival time from the starting point to each

of the set plurality of sample points based on a movement ability value preset to each of the plurality of characters.

3. (Currently Amended) The method as claimed in claim 1, further comprising selecting a sample point ~~within a predetermined distance from the calculated position~~ as the starting point, among the set plurality of sample points,

wherein calculating the arrival time includes calculating the arrival time of each of the plurality of characters from ~~the~~ each characters' calculated position to the selected sample point.

4. (Original) The method as claimed in claim 1, further comprising selecting a character of which the arrival time is to be calculated based on the distance from each of the plurality of set sample points to the calculated position,

wherein calculating the arrival time includes calculating a time needed for the selected character to arrive at each of the plurality of set sample points.

5. (Currently Amended) The method as claimed in claim 1, further comprising:
calculating a predominance degree for each of the plurality of set plurality of sample points; and

calculating the predominance degree of each of the plurality of sample ~~point~~ points so as to make the predominance degree higher as the arrival time of a character capable of arriving earliest is shorter,

wherein calculating the power distribution includes calculating the power distribution based on the calculated predominance degree of each of the plurality of sample points.

6. (Currently Amended) The method as claimed in claim 1, wherein the setting the plurality of sample points includes setting the plurality of sample points ~~at least at a predetermined~~ interval in the game space.

7. (Original) The method as claimed in claim 6, wherein the setting the plurality of sample points includes sectioning the game space into at least two kinds of a plurality of areas that are different from each other in shape and/or size, and setting the plurality of sample points in the plurality of sectioned areas.

8. (Currently Amended) The method as claimed in claim 1, wherein
the character group includes a plurality of character groups, and
the calculating the power distribution includes calculating the power distribution for each of the plurality of character groups based on the arrival time of each of the characters to the plurality of sample points.

9. (Currently Amended) The method as claimed in claim 8, wherein the calculating the power distribution includes calculating the power distribution for each of the plurality of character groups in accordance with ~~a~~the character group to which a character belongs, ~~the character being capable of arriving earliest at and with the characters' arrival times to~~ each of the plurality of sample points.

10. (Original) The method as claimed in claim 1, further comprising storing the calculated power distribution,
wherein the outputting the geographical power state includes outputting the stored power distribution.

11. (Currently Amended) The method as claimed in claim 10, wherein the storing the calculated power distribution includes judging whether the calculated power distribution satisfies a ~~predetermined~~-storing condition, and storing the calculated power distribution if the power calculated distribution satisfies the ~~predetermined~~-storing condition.

12. (Original) The method as claimed in claim 1, wherein the outputting the geographical power state includes identifiably displaying a non-power area of the character

group as a space area on the image of the game space based on the calculated power distribution.

13. (Original) The method as claimed in claim 12, wherein
the plurality of characters include a plurality of characters moving on a ~~predetermined~~ terrain,
the setting the plurality of sample points includes setting the plurality of sample points on the terrain,
the calculating the power distribution includes calculating the power distribution on the terrain, and
the outputting the geographical power state includes identifiably displaying a portion of the space area on the terrain.

14. (Original) The method as claimed in claim 1, wherein the outputting the geographical power state includes controlling, based on the calculated power distribution, an output of a voice indicating a position of a space area corresponding to a non-power area of the character group and a voice indicating that the position of the space area is a space area.

~~15~~15. (Currently Amended) An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 1.

16. (Currently Amended) A game device for executing a ~~predetermined~~ game by generating an image of a game space, and for analyzing and outputting a power distribution of a character group in the game space, the character group comprising a plurality of characters movable in the game space, the device comprising:

a point setting section for setting a plurality of sample points in the game space;

an inertia calculating section for calculating a position of each of the plurality of characters at a time that each of the plurality of characters has maintained a current moving condition for a ~~predetermined~~ time period;

an arrival time calculating section for calculating ~~an arrival time~~ a time needed for each of the plurality of characters to arrive at each of the ~~plurality of set~~ set of plurality sample points ~~from the calculated position~~ respectively from a position of each of the plurality of characters at a time after each of the plurality of characters has maintained a current moving condition for a predetermined time period as a starting point;

a distribution calculating section for calculating the power distribution of the character group based on the calculated arrival time of each of the plurality of characters to each of the set plurality of sample points; and

an output section for outputting a geographical power state of the game space based on the calculated power distribution according to a ~~predetermined~~ output method.

17. (Currently Amended) ~~A data~~ A computer-readable storage medium that receives a data signal embodied in a carrier wave, comprising information used for executing the method as claimed in claim 1.

18. (Currently Amended) ~~A program,~~ A computer-readable storage medium that contains a computer executable program, when the program is loaded onto an operating device, the program ~~making~~ makes the operating device execute the method as claimed in claim 1.